



PlayStation

PAL

COMMAND  
&  
CONQUER®

RED ALERT®



ENGLISH

Westwood  
STUDIOS



PlayStation™

COMMAND  
&  
CONQUER.  
**RED ALERT®**

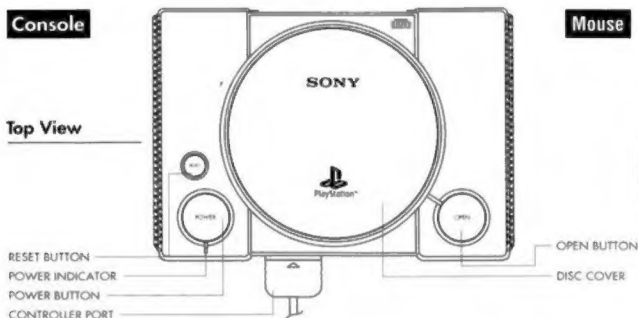
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# STARTING UP

Set up your PlayStation™ game Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert either Command & Conquer® Red Alert® disc and close the Disc cover. Insert a game Controller into the Controller port 1 and turn on the PlayStation™. Follow on-screen instructions to start a game. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

## Console

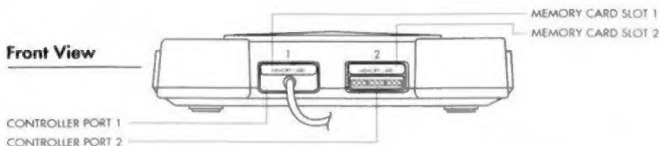
### Top View



## Mouse



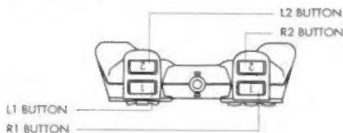
### Front View



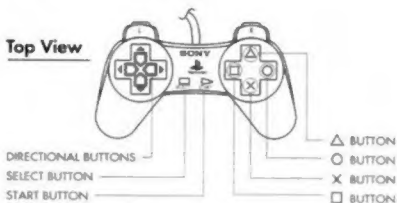
## GAME CONTROLS

## Controller

### Front View



### Top View



## CONTROLLER BUTTON LAYOUT

## BASICS

- X button . . . . Affirms an action. Use this button to select units, structures, etc.
- button . . . . Cancels an action. Use this button to deselect units, structures, etc.
- button . . . . Cycles through cursors NORMAL, REPAIR, SELL GUARD UNIT, and back to NORMAL
- △ button . . . . Goes to the SIDEBAR. The last cursor location on the SIDEBAR is remembered.

## CREATING TEAMS

- L2 + ○, □, ×, or △ buttons . . Creates team ○, □, ×, △ respectively  
L1 + ○, □, ×, or △ buttons . . Selects team ○, □, ×, △ respectively

Holding the L1 + ○, □, X, or △ button for about a second selects and warps to the appropriate team. Home is supported via the team buttons (both Controller shortcut and SIDEBAR buttons).

## CONTROLLING YOUR UNITS

- R1 + R2 buttons . . . . . Guard area
- R1 + L1 buttons . . . . . Force fire
- R1 + L2 buttons . . . . . Force move
- R2 button . . . . . Scatters selected units

## MISCELLANEOUS

- R1 button . . . . . Speeds up cursor movement
- R1 + ○ button . . . . . Builds last item.

*Hint: If the last item that you chose to build was a building and it has finished building, this button combo will let you place down the building without having to go to the SIDEBAR and click on the icon*

- START button . . . . . Pauses the game and brings up INGAME OPTIONS MENU. *Note: Game cannot be paused in multiplayer LINK mode.*
- SELECT button. . . . . Allies with the other player in a LINK game. This is a unilateral alliance and the other player must choose to ally with you to make a bilateral alliance.

## MOUSE BUTTON LAYOUT

*Note: Mouse commands throughout the manual appear in parentheses and italics.*

## GAME CONTROLS

The mouse only has two buttons, so most of the ingame functionality will be done through the SIDEBAR. Throughout this manual, clicking the LEFT button on the Mouse is referred as "Left Click", clicking the RIGHT button on the mouse is referred as "Right Click".

LEFT button ..... Affirm an action

RIGHT button. .... Cancel an action

A game Controller may be plugged into Controller port 2 and used in conjunction with the mouse to give the mouse even more functionality, as follows:

△ ..... Scatter selected units

□ ..... Guard area

○ + LEFT button. .... Force move

× + LEFT button ..... Force fire

× + ○ + LEFT button ..... Guard unit

START button ..... Brings up INGAME OPTIONS MENU

SELECT button ..... Allies with the other player in a LINK game. This is a unilateral alliance and the other player must choose to ally with you to make a bilateral alliance.

*Sell, repair, teams, and pause/options are all handled through the SIDEBAR when using the mouse.*

## CHOOSING YOUR SIDE: ALLIES OR SOVIETS

Command & Conquer® Red Alert® gives you the option to play one of two distinct fighting forces: The Allies, consisting of a handful of remaining free European countries that oppose Stalin; or the Soviet Empire, the mighty war juggernaut bent on continental domination.

If you choose the Allies, you will fight against the Soviet Empire. If you choose the Soviet Empire, you will fight against the Allies. Each side is radically different from the other, with varying strengths and weaknesses, different units, technologies, and different philosophies towards war. In addition, different stories will unfold depending on the side you have chosen.

If you put in the Soviet CD, the Soviet missions will start. If you put in the Allied CD, the Allied missions will begin.

When you load the disc you, will see the intro sequence which gives the background story for the game. When the sequence has finished, you will be taken to the TITLE SCREEN. Press the START button to go to the MAIN MENU SCREEN.




## MAIN MENU SCREEN

The MAIN MENU SCREEN has the following menu items. Use the Directional buttons UP and DOWN to move between the menu items and press the X button to select a menu item. Pressing the  $\Delta$  button will always return you to the previous menu screen. Where appropriate, use the Directional buttons LEFT and RIGHT to change the setting (*Mouse users Left Click on the settings to cycle through them*).

## NEW GAME

Selecting NEW GAME from the MAIN MENU SCREEN will take you first to the mission briefing and then to either Allied or Soviet mission one, depending on which disc you have loaded.

**PASSWORD**

Upon successful completion of each mission you will be given a password for the next mission. Write these passwords down carefully, noting the difference between 1's and l's, and 0's and O's (they are quite distinct on-screen, but once you have written them down you may find it difficult to tell them apart). The PASSWORD menu item on the MAIN MENU SCREEN enables you to jump directly to each mission for which you have a password. Use the Directional buttons to move the cursor around the screen, use the X button to enter a letter or number and the  button to return to the MAIN MENU SCREEN.

Use the RESTATE PASSWORD menu item on the INGAME OPTIONS MENU at any time during a mission to see the password for that mission.



## CONTROLS

A screenshot of the 'RED ALERT' menu from the game 'Red Alert'. The menu is displayed in a dark, industrial setting. At the top, the text 'RED ALERT' is prominently shown. Below it, a list of options is presented: 'GOTO SIDEBAR', 'CANCEL', 'ACTION', and 'TOGGLE CURSOR'. A white cursor icon is positioned over the 'ACTION' option. At the bottom of the screen, two additional options are visible: 'GO BACK' on the left and 'TO SELECT' on the right, both preceded by a small circular icon.

## OPTIONS

Selecting **OPTIONS** from the **MAIN MENU SCREEN** takes you to the **GAME OPTIONS SETUP SCREEN**. From here you can change the following settings (items underlined represent the default settings):

EXCLUSIVE FOR PC  
COMING 11

# RED ALERT

GAME SPEED	FAST
DIFFICULTY	NORMAL
MUSIC VOLUME	MEDIUM
EFFECTS VOLUME	MEDIUM
TRACK	1
TRACK LOOP	NO
HELP TEXT	YES
INGAME SIDEBAR	TRANSLUCENT

**DIFFICULTY:** EASY, NORMAL, HARD

This setting alters the balance of play by changing the value of each unit and structure in the game.

**MUSIC VOLUME:** OFF, LOW, MEDIUM, HIGH

Alters the volume of ingame music. This setting can also be adjusted from the INGAME OPTIONS MENU (page 36).

**EFFECTS VOLUME:** OFF, LOW, MEDIUM, HIGH

Affects the volume of ingame sound effects only. This setting can also be adjusted from the INGAME OPTIONS MENU (page 36).

**TRACK:** 1-13

Changes the first music track to be played in the next mission you play. This setting can also be adjusted from the INGAME OPTIONS MENU (page 36).

**TRACK LOOP:** YES, NO

If set to YES, the TRACK selection will constantly loop during the ingame missions. This setting can also be adjusted from the INGAME OPTIONS MENU (page 36).

**HELP TEXT:** YES, NO

Turns ingame unit and structure description help text on or off.

### INGAME SIDEBAR: OPAQUE, TRANSLUCENT

Turns transparency on or off for the ingame SIDEBAR. OPAQUE makes the SIDEBAR more visible without having to select it; TRANSLUCENT makes the battlefield more visible when the SIDEBAR is not selected.

**GAME SPEED:** NORMAL, FAST, TURBO

Selects the speed at which the units move without affecting the screen scrolling speed.

## SKIRMISH

Selecting SKIRMISH from the MAIN MENU SCREEN takes you to the SKIRMISH MODE SETUP SCREEN. Skirmish mode allows one player to battle against one, two or three computer controlled AI players using the LINK game maps and game options. As such, it shares many settings with the LINK game, which is described next.

**LINK GAME**

This option will only appear if you have a Link cable connected between the Serial I/O connector on your PlayStation™ game Console and the Serial I/O connector of a second PlayStation™ game Console. By having your friend bring over an additional PlayStation™ game Console, you can connect them with a Link cable, hook up a second TV and battle it out head-to-head against each other, with or without computer-controlled AI teams.

## PLAYING THE GAME

Selecting LINK GAME from the MAIN MENU SCREEN will take you to the SIDE SELECT SCREEN. Here you can choose the COUNTRY and COLOUR for your team. The first player (the HOST) to choose a COUNTRY and COLOUR and exit the SIDE SELECT SCREEN goes to the HOST LINK GAME SETUP SCREEN, which contains the menu items below (items underlined> represent the default settings). The other player (the GUEST) has a similar screen, (the GUEST LINK GAME SETUP SCREEN) where the game settings are displayed. Only the HOST can alter the settings.



**COUNTRY:** RUSSIA, ENGLAND, UKRAINE, GERMANY, FRANCE  
Each country has its own strength and weaknesses.

**COLOUR:** YELLOW, BLUE, RED, GREEN  
Sets the colour of your units on-screen.

**MAP:** 1 - 16

Changes the battlefield for the LINK game. A miniature image of the battlefield is displayed to give you an idea of the size and shape of each map.

**UNITS:** BASES ON: ..... 0 - 12  
 BASES off: ..... 1 - 30

**TECH LEVEL:** 1 - 10

The tech level determines the range of units available during the LINK game. The higher the tech level, the more sophisticated (and expensive) are the units available.

**CREDITS:** 0 - 10,000

Sets the starting credits for the LINK game.

**AI TEAMS:** SKIRMISH GAME: ..... 1, 2, 3  
 LINK game: ..... 0, 1, 2

Sets the number of computer controlled teams.

**BASES:** ON, OFF

Turning bases off increases the number of units that can be initially deployed. In this mode there is no base construction (there is no Mobile Construction Vehicle).

**ORE REGROWS:** ON, OFF

Controls Ore regrowth. Turning this off leads to shorter games as the available Ore runs out.

**SHROUD REGROWS:** ON, OFF

Turning shroud regrowth on causes the shroud to fold back in on itself over time.

**CRATES:** ON, OFF

Controls the appearance of crates which contain various bonus (although sometimes harmful) items.

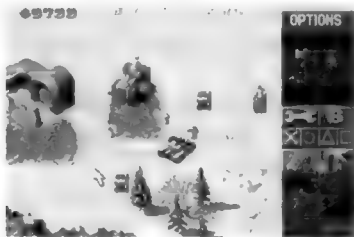
**CAPTURE THE FLAG:** ON, OFF

Not available in SKIRMISH game. In a LINK game, capture the flag mode gives each team a flag which must be protected at all costs while attempting to capture the opponents flag. Note that capture the flag mode is only available with BASES turned on.

**SCROLLING AROUND**

To scroll the main viewing window around the battlefield, move the cursor to the edge of the screen. The rectangular box on the radar map area within the sidebar shows your whereabouts on the tactical map in which your screen is positioned.

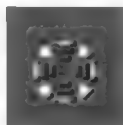
MAIN GAME  
SCREEN



THE BATTLE FIELD



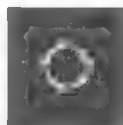
**SELECTION  
CURSOR**



**MOVEMENT  
CURSOR**



**NO MOVE  
CURSOR**



**TARGET  
CURSOR**

## ORDERING YOUR TROOPS AROUND

To get your units to act, select a unit by positioning the cursor over it and pressing the X button, then move the cursor to the desired point on the battlefield where you want the unit to go. If the cursor is over a potential target, it will change to the targeting cursor. Pressing the X button at this point will cause the unit to attack the target. Otherwise, it will move the unit to that location unless it is impassable (e.g. a cliff or trees), in which case it will get as close as it can to the target.

You can select your aircraft while they are in the air by band-box selecting (see Group Activities) them while they are in flight. You can then give them new orders, check their health, etc.

To cancel out of the move/attack mode (or any mode), press the button and any selected units will be deselected. Although no longer selected, the unit will retain its orders by following its last command.

*Mouse users simply Left Click over a unit to select it and Right Click to deselect it.*

## PLAYING THE GAME

**PRESS AND  
HOLD THE X  
BUTTON  
DOWN**

**THEN DRAG  
THE CURSOR  
TO INCLUDE  
DESIRED  
UNITS**

09730



**SELECTING A GROUP**

### **GROUP ACTIVITIES**

To save time, you can form teams amongst your troops. To select several units simultaneously, press and hold the X button. Move the cursor to include all the troops you want selected. A white box outline with a dim interior indicates the range of this selection. Then, release the X button, and all the units within the white banding box will be selected. You can give that group an order the same way you'd give a single unit an order. Some units in groups will not respond to certain commands. For instance, a Medic in a group ordered to attack will not move when the rest of the group engages, because he has no weapons.

*Mouse users simply Left Click and hold the LEFT button, then move the cursor around to drag select units. Release the LEFT button to select the units inside the white banding box.*



## THE SHROUD

When you start a mission, much of the battle field will be covered with a black "Shroud." This represents the unknown areas of the battle field that are unexplored. As you move your units towards the edge of the visible area, the Shroud will be uncovered around them, depending on how far the units can "see". You can order a unit to move deep into the Shroud, uncovering large sections of the area at a time. Some structures or units will be able to replace the Shroud, blocking you (or your opponents) from seeing in that area.

## THE SIDEBAR

The SIDEBAR is your tool for accessing information and abilities not directly related to your troops. With it, you can build units and structures, get a radar view of the area (if you have a Radar Dome or GPS) and figure out how much power your base is producing versus how much it needs.

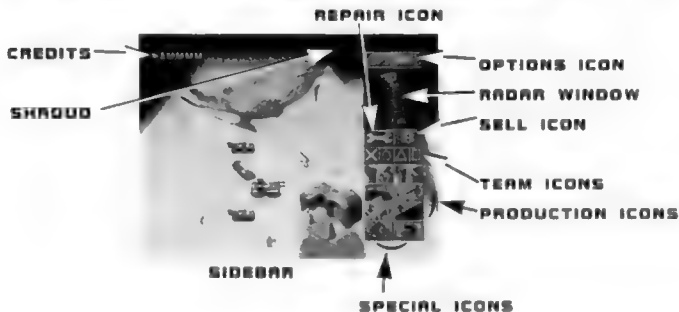
*The SIDEBAR behaves almost exactly the same with the game Controller or the Mouse. Users of the game Controller will get a highlight box to select buttons, Mouse users can just point and click.*

The Credit Indicator is located at the top left side of the screen. This tells you how much money you have to maintain your base and its forces. See the section on Ore and Collection for more information on credits and how to collect them (see page 25).

## BUILDING YOUR BASE

Critical to the success of many missions is the construction of your own field Base, and the constant maintenance and defence of this Base during combat. The Base is

## PLAYING THE GAME



necessary for the gathering of resources (through the Ore Refinery with its accompanying Ore Truck), construction of units, and defence thereof.

To begin building your Base, you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle (MCV). Move the MCV to where you want the Construction Yard placed. Move the cursor over the MCV and you'll get the DEPLOY cursor. You'll need clearance on all sides of the MCV in order to deploy it. If you try to deploy the MCV where there isn't enough room, you will receive the NO DEPLOY cursor, and the MCV won't deploy. If you do have enough room, press the X button (*Mouse users Left Click*) to deploy the MCV, and it'll turn into a Construction Yard.

Once the Construction Yard is set up, icons on the SIDEBAR will become active. The large upper window on the Sidebar later becomes a radar display once you have built a Radar Dome and have enough power to run it.



MEV

DEPLOY  
CURSOR

**NO DEPLOY CURSOR**

## BUILDING THINGS

Above the radar display window is the **OPTIONS** icon. Move the highlight to the options button and press the **X** button to invoke the **INGAME OPTIONS MENU** (Mouse users can Left Click on the **OPTIONS** icon).

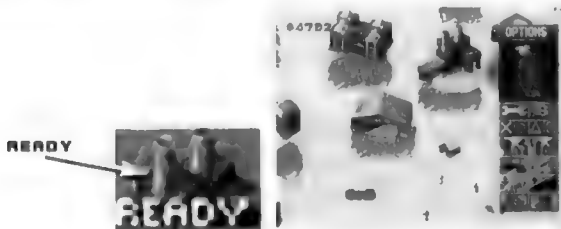
Below the radar display window are two icons which are used for repairing or selling buildings (see pages 27 & 28). Below these two buttons are four TEAM icons. (See the TEAM ICONS AND TEAMS section for more information).

Below the TEAM icons are six PRODUCTION icons. These icons represent Allied and Soviet Construction Yards (for building structures), the War Factory (for building vehicles), Barracks (for training infantry), the Naval Yard (for building ocean-going vessels) and the Airfield (for building aircraft).

The top left PRODUCTION icon represents your home Construction Yard. On the SIDEBAR, move the highlight to the Construction Yard icon and select it by pressing the X button. The SIDEBAR display changes to a grid of 20 possible BUILDING icons. Available buildings are indicated by an icon display. Transparent areas represent options that will become available later in the game. To build a structure, move the highlight to the desired icon and press the X button (*Mouse users can Left*

*Click*). The SIDEBAR display reverts to display the PRODUCTION icons, and the image of the Construction Yard changes to show the structure you chose to build. Construction will take a period of time, as indicated by the translucent shading over the icon. Cost for construction and purchasing will be automatically deducted from your credits. Only one unit (of any class) and one structure can be built at any one time. If you highlight a BUILDING icon (*Mouse users move the cursor over the BUILDING icon without clicking*), you'll see what that icon represents and how much it would cost you to build it, provided Help Text is on.

When construction of buildings is completed, the word **READY** appears across the bottom of the selected BUILDING icon in the SIDEBAR. Pressing the X button when the icon is highlighted will turn the cursor into a placement grid on the battlefield (*Mouse users Left Click*). The grid gives you an idea of how large the building will be in the battlefield. Move the grid to where you want the building placed. Once you've found a suitable location press the X button (*Left Click*) and the building will be placed where you indicated. The grid should be entirely white; any red in the








PLACEMENT GRID-  
OKAY  
TO PLACE

THE BATTLE FIELD

grid indicates that the placement area is blocked, and you will not be able to deploy the building.

While there is a grid on the battlefield, you will not be able to build anything else. You'll have to either place the ready building, or cancel placement. To cancel, press the  button (*Right Click*) while the placement grid is still up. The grid will disappear, and READY will appear on the icon again. Pressing the  button (*Right Clicking*) again on the icon in the SIDEBAR will cancel the building and refund your credits.

Once you have built a structure, selecting the SIDEBAR and pressing the X button (*Left Clicking*) with the Construction Yard highlighted will build another one of the same type of building. To build a different type of structure, press the  button (*Right Click*) on the highlighted Construction Yard and the BUILDING icons will once again be displayed.



**BLOCKED  
PLACEMENT**

**NOT OKAY TO PLACE**

When training or construction of a unit is complete, the new unit will emerge from its originating building (Barracks, Kennel, War Factory, or Naval Yard) and will be ready to use. You are not required to place them. However, it is a good idea to keep some space in front of these buildings, so units don't bunch up and block any other units from coming out.

Below the PRODUCTION icons are the SPECIAL icons which are used for deploying various special weapons and attacks.

The leftmost SPECIAL icon is the SPECIAL DEPLOY icon. Select this to deploy an available SPECIAL item. The rightmost SPECIAL icon is the SPECIAL SELECT icon. Select this to cycle through the available SPECIAL items (which include spy planes, paratroopers, the Iron Curtain, the Chronosphere and others).



LOW POWER



NORMAL POWER

## POWER

Once you have built a Power Plant, a vertical green bar appears to the left of the SIDEBAR. This is your POWERBAR. Keep an eye on it! Every building that you place requires power to run. Knowing how much power you have and how much you are using is very important. The POWERBAR indicates the current power output capacity of your base. Inside the POWERBAR is a narrow white line which indicates the power currently being consumed by your base. If the white line gets taller than

the POWERBAR, it means you are consuming more power than your base is generating and you probably need more Power Plants. In this situation, the POWERBAR will turn yellow. If you are consuming much more power than you are generating, the POWERBAR turns to red to indicate a critical condition.

Lack of full power will slowly damage your buildings, slow construction, and shut down the radar (if you already have it), as well as deactivate some of the high-tech base defenses available in the game. Power Plants are good targets to go after if the enemy has defenses that you are having a tough time cracking. Without power, the enemy is denied information, quick response time, and base defence.

The amount of power produced by Power Plants depends on their state of repair. Make sure to keep all of your Power Plants fully repaired, or you may find yourself losing power at an inopportune moment.







BUILDABLE ITEMS

BUILD BARRACKS

## CREATING ADDITIONAL UNITS

If you have a Construction Yard and enough credits, you can build a Barracks, which will allow you to train infantry. At first, the type of units you can train will be limited. As you win missions, you'll receive new technologies and upgrades. Once you do this, new units with unique abilities will become available.

As the game progresses and you build up your base, you'll have a chance to construct a War Factory. With this, you can acquire new and more powerful units like Rangers, Mine Layers, and Tanks. Keep in mind that all the units and buildings mentioned above won't be available for both sides, and some units require you to build other structures (like a Tech Centre or Radar Dome) before they become available.

## CREDITS (MONEY), ORE, AND COLLECTING

There are two types of resources that you can collect to make money: Ore and Gemstones. Ore is found in many places; Gemstones are much rarer. Gemstones are

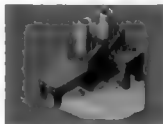
## PLAYING THE GAME



**CHE**



## GEMSTONES



**ORE REFINERY**



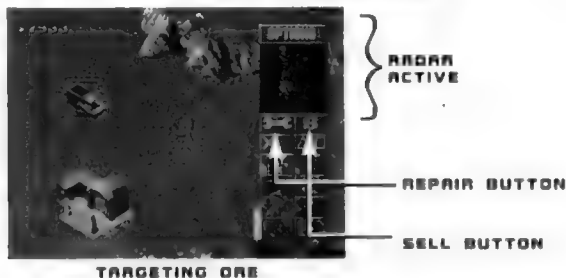
## ONE TRUCK

more valuable, so it is always in your favour to collect as many Gemstones as you can. In the upper left corner of the screen, the Credit Counter keeps track of the money with which you have to build structures and units. This decreases as you build or repair units and structures, and increases if you sell a building, deposit Ore from an Ore Truck into the Refinery, or find a crate that contains money.

In order to make money, you need to collect Ore. To collect Ore, you need to build an Ore Refinery. Every Refinery that you build comes with a Ore Truck. You can build extra Ore Trucks if you want to collect Ore faster. Once construction of the Refinery is complete, place the Refinery where you want it to go. The closer the Refinery is to Ore, the faster the turn-around on collection will be.

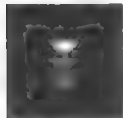
When the Refinery is built, an Ore Truck will appear with it. The Ore Truck will move to the nearest patch of Ore visible on your battle field and begin collecting it. The Ore Truck will try to remember where it was collecting from. After dumping all of the collected Ore into the Refinery, it will return to the Ore patch and continue to collect from it. This process is automatic, but can be interrupted by you at any time by redirecting the Ore Truck to another location.

If there is no Ore in sight when you build your Refinery, the Ore Truck will appear outside the Refinery and not move. Take one of your other units and scout around



your base until you find some Ore. Once you find some, select the Truck and put your cursor over the Ore. You will see the cursor change to an attack cursor. Since the Ore Truck doesn't have a weapon, this cursor tells it to start collecting. Press the X button (*Left Click*), and the Ore Truck will proceed to the Ore and begin to collect it. The automatic collection process will be started, so you no longer need to order the Ore Truck back and forth.

#### THE "ENTER CURSOR"

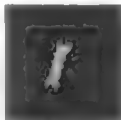


You can force the Ore Truck to return to the Refinery early by selecting the Ore Truck, then placing your cursor over the Refinery. The cursor will change to an Enter Cursor (3 green arrows), telling the Ore Truck to return to the Refinery with its current load. If you want it to do this, target the Refinery and press the X button (*Left Click*). If you want it to continue what it is doing, deselect it by pressing the C button (*Right Click*).

**Note:** If you move the Ore Truck somewhere and do not tell it to collect Ore, it won't.

When it reaches its destination, it will just sit there until you order it to move again. The automatic collection only happens when you first build an Ore Truck and there is Ore in sight.

**KEEP AN EYE ON YOUR ORE TRUCK!** There is nothing worse than not watching your Ore Truck, only to have it wander into enemy territory in order to collect Ore. It is the weakest link in your financial operations – remember to keep it safe!



**WRENCH  
CURSOR**

### **REPAIR ICON & REPAIRING**

To repair a damaged building and keep it operating at full efficiency, select the SIDEBAR by pressing the  $\Delta$  button and highlight the REPAIR icon (which looks like a wrench). Select repair mode by pressing the X button (*Left Click*) on the highlighted REPAIR icon. The cursor on the battlefield will turn into the WRENCH cursor. Move the WRENCH cursor over the building you want to repair and press the X button

(*Left Click*). When repairing, the cost of the repair is deducted from your credits. Several buildings can be repaired simultaneously. Press the  $\bigcirc$  button (*Right Click*) when you want to cancel out of repair mode. To stop repairs on a structure, move the WRENCH cursor to the structure and press the X button (*Left Click*) again. Engineers can also repair buildings. If you select one of your Engineers and target one of your own buildings, a WRENCH cursor will appear over the building. If you press the X button (*Left Click*), the Engineer will enter the building and instantly repair it back to full health. You will lose the Engineer, but this is sometimes better than losing your Construction Yard in the heat of battle!

**Note:** You can also change the cursor mode by pressing the  $\square$  button. This will cycle through the four different cursors: NORMAL, REPAIR, SELL, and GUARD UNIT.



**SELL  
CURSOR**

## SELL ICON & SELLING

To sell a building, select the SIDEBAR by pressing the  $\square$  button and highlight the SELL icon (which looks like a \$ sign). Select sell mode by pressing the X button (*Left Click*) on the highlighted SELL icon. The cursor on the battlefield will turn into the SELL cursor. Move the SELL cursor over the building you want to sell and press the X button (*Left Click*). It will fade away and you'll be credited half of the original cost of the building. In the case of structures that come with vehicles, you'll be credited half the cost minus the cost of the vehicle.

**BE CAREFUL!** As long as the SELL cursor is active, any building that you select will be sold (there is no confirmation). To cancel out of sell mode, press the  $\bigcirc$  button (*Right Click*).

**Note:** You can also change the cursor mode by pressing the  $\square$  button. This will cycle through the four different cursors: NORMAL, REPAIR, SELL, and GUARD UNIT.



**RADAR  
WINDOW**

## RADAR WINDOW

If you have not built a radar facility, the RADAR window will remain empty except for a slight difference in colour which indicates the size of the current map. The white brackets frame the position of the visible battlefield in relation to the full map.

You can jump to any location in the RADAR window (assuming you have an active radar). To do this, select the SIDEBAR by pressing the  $\square$  button, highlight the radar map and press and hold the X button. Now, the radar brackets can be moved around the radar using the Directional

buttons. When you let go of the X button, you will jump to the location framed by the radar brackets.

*To jump with the Mouse, just point and click on the location on the radar map where you want to jump to.*

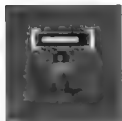


**ENTER  
CURSOR**

### **CAPTURING ENEMY BUILDINGS**

As the game advances, a special infantry unit, the Engineer, becomes available. Engineers are unarmed, but they allow you to capture enemy buildings. To do this, select the Engineer and place the cursor over an enemy building. If the building is a valid building you can take, you will see the ENTER cursor. If the building is not damaged into the red on its status bar, the Engineer will damage the building but not capture it. If the building is damaged into the red, the Engineer can capture the structure. Press the X button (Left Click) if you want the Engineer to damage or try to capture the building. If you are successful, the building will be damaged, or the colour of the building you targeted will change to be the colour of your side and the building will fall under your control.

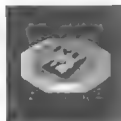
If you captured the building, it is now part of your base. You can build base structures around it, sell it, or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures that are normally unavailable to you! Your enemy may attempt to retake the building, so if you don't plan on attacking from within, sell it or be prepared to defend it!



### CHECK-UP

To check the health status of a unit or structure, select it when the cursor is in Select mode. As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. Units that are in the yellow and red will not function as efficiently as those that are green. This may result in slower construction time, slower movement, and a variety of other negative effects. In later missions, vehicles can be repaired if you build a Service Depot.

Some units have a carrying capacity or a limited ammo supply, indicated by a series of boxes in the lower left corner of the unit (when selected). This will tell you at a glance how much your unit is carrying. When the boxes are all full, so is the unit.



### REPAIRING RELOADING UNITS

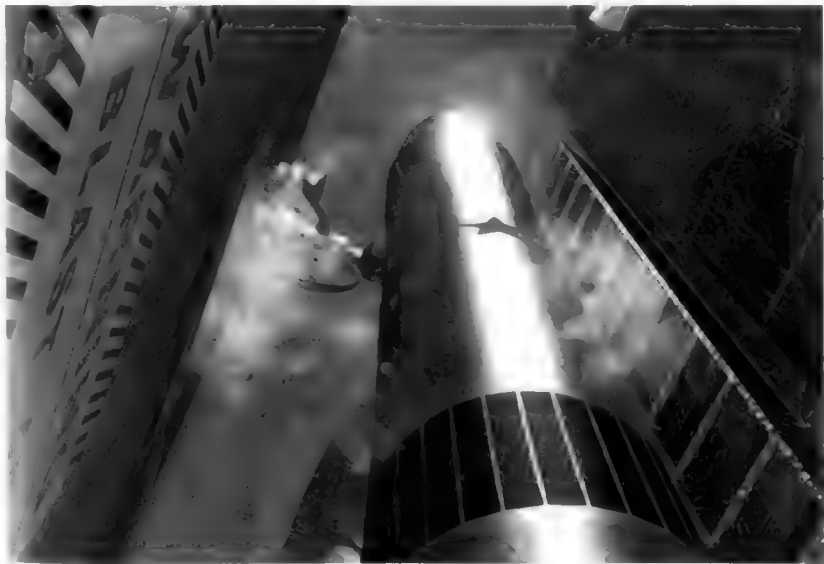
Later in the game, the ability to build a Service Depot will become available. The Depot has two functions: it can reload AP and AT Mine Layers, and it can also Repair damaged vehicles.

To Repair a damaged vehicle, select it, and then move the cursor over the Service Depot. The cursor will change to an enter icon. Press the X button (*Left Click*) and the unit will move back to the Depot and begin repairs. Money will automatically be deducted from your account depending on the type of unit and the severity of the damage.

Re-loading the Mine Layer is accomplished in the same way – simply drive the unit onto the Repair Pad, and it will be reloaded automatically.

## PLAYING THE GAME

For naval units, select the unit and highlight one of your Sub Pens or Naval Yards. The cursor will change to an enter cursor. Pressing the X button (*Left Click*) will cause the unit to move back to the Pen or Yard and repairs will begin. To cancel repairs, move the unit away from the Pen or Yard.









## ADVANCED GAME CONTROLS

Once you've got a good grasp of the basic controls for your units, it's time to move on to some of the more advanced controls that are offered in Red Alert™. If you are going to pit your skills against other players, learning how to use these controls is a must.

## TEAM ICONS AND TEAMS

To make a team, first select the troops you want to be assigned to that team. Next, invoke the SIDEBAR (by pressing the ) and move the highlight to one of the four TEAM icons. Press the  button to create that team. If you already have assigned some teams, go to the SIDEBAR, move the highlight to the appropriate TEAM icon and press the  button to select that team. Pressing the  button over a TEAM icon with no units selected cancels that team assignment.

Mouse users simply Left Click and hold the LEFT button, then move the cursor around to drag select units. Release the LEFT button to select units inside the white banding box. To then create a team, Right Click on the X, O, Δ, or □ team icons in the sidebar to assign a team to that icon. To select a team, Left Click on the appropriate icon. To select and zoom in on a team, Left Click on the appropriate team icon and hold down the LEFT button until the screen is centred on the team.

**GUARD MODE**

Normally, units that you have stationed around the battle field will only respond if they're fired upon, or an enemy unit gets close enough to be fired on. However,

they won't go looking for trouble – they'll only get involved if someone else starts it. If you want your units to pick fights with anyone that comes within range, select the units and press the R1 and R2 buttons (*press the X + ○ + Left Click*). This will put all the selected units into Guard Mode. With this on, your units will be much more aggressive, moving towards any threat that comes near them.

Guard Mode will continue to function on those units until you move them, or give them another order, such as Scatter.

Giving Guard orders to aircraft or helicopters will cause them to stop their attack and return to their airfield or helipad.

## FORCE FIRE

Sometimes, you may want to have certain units fire on a building or area even if it isn't an enemy target. To get them to do this, you can use the Force Fire command. Simply select the units that you want to do this, then move the cursor over the desired target and press the R1 and L1 buttons (*press the X button and left-click*).

Units in this mode will continue to fire on that area, ignoring all other threats, until you tell them to stop, or give them a new order to follow. Some units, like an Engineer or Medic, cannot be forced to fire at anything.

## FORCE MOVE

Infantry annoying your tanks? Squish 'em. By using the Force Move command, you can make your Tanks (or any heavy unit) move into an enemy occupied area and attempt to overrun the infantry in the square. To do this, select the unit(s) to Force Move, then move the cursor to the area you want to Force Move and press the R1 and L2 button (*press the ○ button and Left Click*). You can also use this to single out a particular

infantry unit that is giving you a hard time. Your unit will attempt to crush that infantry unit until either it succeeds, you give it a new order, or your unit is destroyed.

Vehicles cannot overrun each other, and infantry cannot overrun tanks. Only tracked or heavy units can Force Move into enemy infantry. You cannot force your tanks to crush your own infantry.

## SCATTER

Tanks trying to squish your infantry? Planes coming in with Parabombs? With Scatter, you can make your troops move in a random direction from their current location, allowing them to (most of the time) dodge out of harms way.

To Scatter units, select them and press the R2 (*press the  $\triangle$  button*). Units that are scattering will continue to carry out any attack orders, so you can select them, tell them to attack, then make them Scatter from the threat.

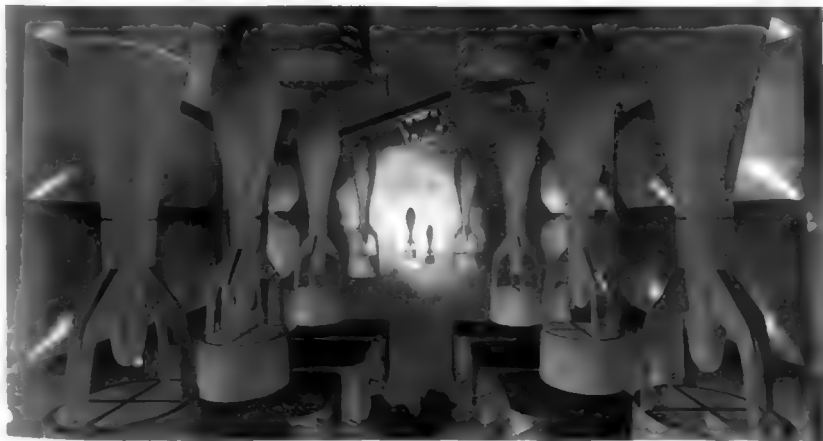
Note, scattering will only make all the selected units move once. If you want them to continually Scatter, you must keep the units selected, and continue to press the R2 button every second or so. Otherwise, they will Scatter once, then stop, continuing to attack the target you've given them. Also, units that are scattering may Scatter out of their fire range. If this happens, select the target again (with the units still selected), and your units will move back into firing range.

## GUARD UNIT

Sometimes, you may want units to 'guard' another unit as it moves around the battle field. This can be good for protecting an Ore Truck or any other critical unit as it moves about. To follow a unit, select the unit(s) that are going to be doing the 'guarding', then cycle through to the guard cursor (NORMAL, REPAIR, SELL, and GUARD UNIT) by pressing the  $\square$  button and click on the unit that you want to follow (*press the X +*

and Left Click on the unit that you want to follow). Having large groups of units guarding another unit can be counter-productive. Don't have a large group of units guard your Ore Truck, or it may hinder the Ore Truck's movement and slow down your collection of Ore. If enough units are guarding, they may surround their target and it will not be able to move at all.

Aircraft, helicopters, and units without weapons (like Medics and Engineers) cannot guard other units.





## **GAME SPEED:** NORMAL, FAST, TURBO

Controls the game speed without slowing down the screen scrolling rate.

## **MAIN MENU:**

Returns to the INGAME OPTIONS MENU

## **MISSION BRIEFING:**

If you forget what your objectives are, select this menu item to see a restatement of the major objectives.

## **RESTATE PASSWORD:**

Restates the PASSWORD for the current mission. Useful if you forgot to write down the password on the score screen at the end of the previous level.

## **RESTART MISSION:**

If all seems hopeless, select this menu item to start the mission over. Everything will be reset and you will be back to square one for the current mission.

## **ABORT MISSION:**

Select this menu item to abort the mission and return to the TITLE SCREEN.

## **RETURN TO MISSION:**

This menu item exits the INGAME OPTIONS MENU and resumes the mission where you left off.

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